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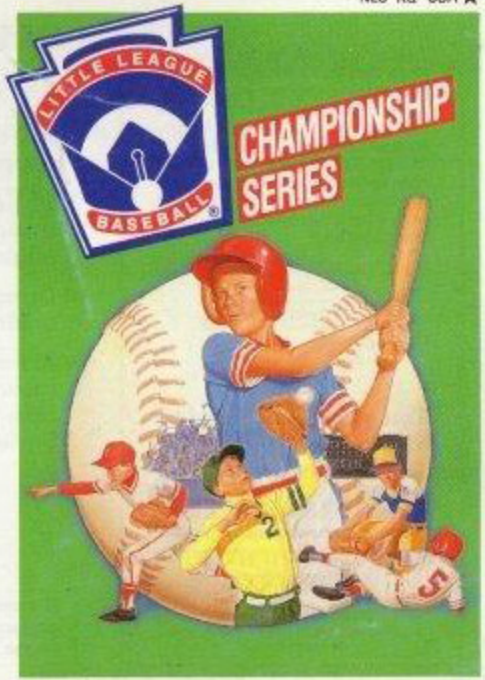
# INSTRUCTION MANUAL

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## WARNING

- As this Game Pak is a precision device, keep away from heavy shock and do not use under extreme temperature conditions.
- Do not touch the connectors and avoid water exposure, which might cause problems.
- Do not clean with thinner, benzine or alcohol.
- Always turn the power off before inserting or removing the Game Pak from the Nintendo Entertainment System.

**Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.**

Thank you for selecting LITTLE LEAGUE BASEBALL CHAMPIONSHIP SERIES from SNK for your Nintendo Entertainment System. For maximum enjoyment of your new game, please read this booklet carefully and save it for future reference.

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# WELCOME TO LITTLE LEAGUE BASEBALL

Little League Baseball! It's the game every kid in America loves to play . . . And now you can experience the fun and excitement of Little League Baseball at any time of the year, rain or shine, day or night – right in your own living room!

Create your own winning team of players with batting, fielding, pitching, and running characteristics you can tailor to your own specifications. Then challenge a friend or the computer to a world-wide Championship Series tournament.

You are in full control of your players: Jump or dive for a tricky catch . . . Choose a full swing or a bunt for your batter . . . Shift fielders at will . . . Send in a pinch hitter or runner . . . Select a fast ball, slow ball, or curve ball for your pitcher . . . Steal a base if you dare . . . Or you might even try a squeeze play!

Little League Baseball has been an American institution for 50 years – and you can be a part of it. If you're a Little League fan or a Little League player – or if you ever wanted to be – here's your chance to go for the glory!



# HOW TO USE THE CONTROLLER

**Control pad**

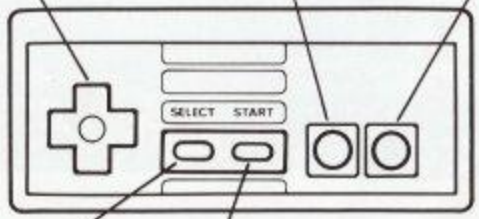
Move players, control balls and select each mode.

**B button**

Running to a base, bunting, stealing, and cancelling each mode.

**A button**

Batting, pitching, passing the ball, returning to a base, bunting, and selecting each mode.




**Select button**

Not used.

**Start button**

To start a game and to call TIME during the game.

# SCREEN FOR GAME PLAY

Abbreviation of team names
Score
The number of innings
The number of balls
The number of strikes
The number of outs

Runners position

Name of the pitcher
The amount of skill
The number of innings pitched

Name of the batter
The amount of skill
Times at bat
The number of hits



# SELECTION OF THE GAME

### Championship Series Mode

A tournament in which eight domestic teams and eight foreign teams compete against each other to win.

### Exhibition Mode

Select among 16 teams to play.

### Power Analysis

Features for each team are divided into these 4 categories: BATTING, PITCHING, DEFENSE, and RUNNING. These are shown in a diamond-shaped graph.

# CHAMPIONSHIP SERIES MODE

### Continue Play

Continue a tournament in progress.

### Computer (Com.) against Computer (Com.)

Select either WATCH THE GAME or SPEED MODE and press A button.

### Computer against Player or Player against Player

Press the Control pad up, down, right, or left to choose teams.

*Once you decide to change it to the computer, the computer will control till the end of the tournament.*

### List of Teams

A combination of the teams in Championship Series.

You can see the WIN and LOSE status of the teams. For a winning team, the color of line changes from white to red.

### Start New Championship Series

A command for making a new tournament schedule.



A world map shows up on the screen. Control the cursor by the Control pad and press A button to choose teams you want to play.

If you want to select a team again, choose CONTINUE, and if you want to start the tournament, select END and press A button.

If a tournament is already set up, then choosing START NEW CHAMPIONSHIP will erase data up to that point.

If a tournament is not constructed, select CHAMPIONSHIP SERIES MODE.

### Password

In the case that a tournament is set up, a password will show up each time a game is over. This password can allow you to play exactly where you left off even if you turn off the power, so write your PASSWORD down carefully.

If the password is incorrect, the screen flashes red and you must type in another PASSWORD, or exit the mode.

If you turned off the power or used reset and you want to continue the tournament, choose CONTINUE PLAY and enter password.

# EXHIBITION MODE

### 1 Player

Move the cursor on the world map screen, and choose a team you want to play, then press A button. Use the same procedure to select an opponent team.

### 2 Player

Move the cursor on the world map screen, and select a team you want to play, then press A button. Both players can do so simultaneously.

### Watch the game

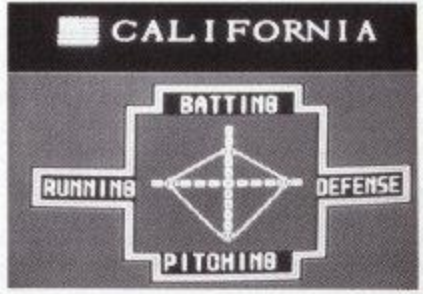
A demonstration mode. Use the same way as 1 P to select teams to compete.



# POWER ANALYSIS

Move the cursor on the world map and press A button to see features of teams.

**BATTING:** Offensive power.
**DEFENSE:** Defensive power.
**PITCHING:** General pitching power.
**RUNNING:** Mobile power such as bunting, and stealing a base.




Although a team does not look very strong in POWER ANALYSIS section, some teams will become stronger as they win more games.

# SETTING UP YOUR TEAM

### Before You Start a Game

In a practice game and tournament, grabbing a bat is done to choose VISITOR or HOME.

### Grabbing a Bat

When you press A button, a referee releases the bat and players try to catch it. They grab it by turns hand over hand. The player who holds the bat for the last time is HOME. His team is on the field first.

### Indication of Players

In a practice and a tournament after grabbing the bat, the screen displays an indicator for the players. When you call TIME during the game, this screen will also come up.

### Player Change

You can change a regular player for a player on the bench. Move the cursor to choose a player by pressing Control pad up and down and then pressing A button.



A player who has a symbol of a ball next to his name is one who has high ability as a pitcher. You can exchange this player with other fielders. Also, other players can go to the mound as pitchers.

### Change Fielders

You can change the fielding position of a player. Select a player and press A button; the cursor will appear. Select another player, and press A button to switch their positions.

### Change Orders

To change the batting order, use the same procedure as changing fielders.

### End

If you have made all changes or do not want to change other players, press B button twice and then A button.

# DEFENSE I

## Batting

**Control Pad:** Use to move a batter. Press control pad up for upper swing, and down for down swing.

**A button:** Use to swing the bat.

## Bunting

Use A button or B button to bunt.

**A button bunt:** During swing press A button to take a bunting position. The ball can go in three directions: straight, right, or left. Although the accuracy goes down (it is harder to hit the ball), the possibility of being safe is higher because the fielders do not move forward.

**B button bunt:** Press B button to take a bunting position. The ball can go in two directions: left or right. If you choose B button bunt, fielders move forward. A batter is more likely to be out, but the accuracy is high. When you want to send runners to second base or third base, your chances of succeeding are high.

Use these wisely depending upon circumstances.



## Squeeze Play

When a runner is on third base, press B button to put on a squeeze play. A runner on third base starts running at the same time when a pitcher throws a ball. Even if a pitcher does not throw a ball to meet a bat, a batter can jump to hit a ball so that he can succeed in pushing a squeeze play. For the right handed batter, press Control pad right and B button, and for a left handed batter, press Control pad left and B button to jump over.

# DEFENSE II

### Running to a base

Press Control pad to choose a base, and then press B button. When a batter hits a ball, a player automatically runs to the next base. When you want to make players run, use the above mentioned procedure.

### Returning to a base

Press Control pad to select a base and press A button. When ball is a "fly ball" and a player does not tag up, he can return to the base even though he has stepped on the next base.

### Pause

Press Control pad down, and press A button to stop players on all bases. In order to let them run again, use procedures for running to a base or returning to a base.

### Stealing a base

Press Control pad to pick a base and press B button to steal.

Stealing a base is done at the same time that a pitcher throws the ball. If the pitcher tries to pick off the runner, you have to return to base, otherwise you will be out.



# FIELDING

### Pitcher

Press Control pad left or right to change the pitcher's position on the mound. Then press A button to pitch.

The degree of curve for a ball depends upon each individual player.

(Until a pitcher throws a ball)

(After a pitcher throws a ball)

### Catching a ball

Press Control pad to move players. When you bring a player to a ball, the player automatically catches it.

**Selection of Bases with the Control Pad**

### Throwing the Ball

Press Control pad to choose a base and press A button. When you press both buttons simultaneously, a ball becomes a fast ball. If there is no designation of a base, the ball goes to first base.

### Touching a Base

Press Control pad to select a base and press B button. While a player is running to a base, he can change his direction and go to a different base.

### Diving Catch

Press Control pad left or right and press A or B button to jump to the sides. Press Control pad down and press A or B button to jump forward.

### Jumping Catch

Press Control pad up and press A or B button to jump.



## FIELD SHIFT

Throughout the game, the computer takes the most appropriate shift according to various circumstances, but you can freely change the field shift.

Press Control pad down twice to see a display for field shifts, and press Control pad down twice again to see the cursor. Press Control pad up, down, left, or right to change shifts for infielders and outfielders.

### Types of Changes

**Infield:** Normal (regular shift)
D.P. (middle shift)
Force (advanced shift)
Bunt (Bunt shift)

**Outfield:** Normal (regular shift)
Short (advanced shift)
Deep (backward shift)

When changes for field shifts are done, or if no changes are necessary, press A button or B button to make the cursor disappear. Press Control pad up twice to return to the previous display.

Until a batter is changed or the condition of a player is changed, a confirmed field shift will continue.

# TIME

During the game when you press the start button, a screen for TIME comes up.

Press A button to see the display for players who you want to change.

### Pinch Hitter

Press Control pad up and down to select, then press A button.

### Pinch runner

Names of players and their position on base are shown on the left of the screen, and names of players on the bench are listed on the right of the screen.

Press Control pad left and right to choose a runner, and press A button; then press Control pad up and down and press A button to exchange them.

If there is one runner on a base, you can choose a player from the bench right away.



### Change fielders

It is the same procedure as changing batting order.

You can change a pitcher in this command, too. A player with a ball marked cursor is pitcher-oriented, but he can be a fielder, too. A player with a normal cursor can be a pitcher, too.

### Skill Points

Each player has skill points which show his ability under various situations. It shows how well they can play under poor or good conditions. The higher the points are, the more skill he has, and the better he will perform.

# LITTLE LEAGUE LOCAL RULES

### Judgement for Fair & Foul

When a foul ball is hit, the word FOUL will appear on the screen. When a ball is fair, no words will be shown.

### Extra Innings and No Game

Extra innings are up to 18. After the 18th inning in the exhibition mode, if the score is still tied, the game will remain tied. In the tournament there will be no game; the game will not count. Please start over again.

### Called Game

If there are 10 points difference or either team gets 100 points, the game will be over in that inning and the game will be called.

### Game Limit

A Little League game will have only six innings.



# COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, DC 20402, Stock No. 004-000-00345-4.